Refine Search

Search Results -

Terms	Documents
L3 and occlude$	36

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US Patents Full-Text Database
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EPO Abstracts Database
JPO Abstracts Database
Derwent World Patents Index
IBM Technical Disclosure Bulletins

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L2	L1 and viewpoint	566	L2
L1	terrain	24855	L1

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☐ 1. Document ID: US 6747649 B1

L4: Entry 1 of 36 File: USPT Jun 8, 2004

US-PAT-NO: 6747649
DOCUMENT-IDENTIFIER: US 6747649 B1

TITLE: Terrain rendering in a three-dimensional environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 2. Document ID: US 6514082 B2

L4: Entry 2 of 36 File: USPT Feb 4, 2003

US-PAT-NO: 6514082
DOCUMENT-IDENTIFIER: US 6514082 B2

TITLE: System and method for performing a three-dimensional examination with collapse correction

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 3. Document ID: US 6424351 B1

L4: Entry 3 of 36 File: USPT Jul 23, 2002

US-PAT-NO: 6424351
DOCUMENT-IDENTIFIER: US 6424351 B1

TITLE: Methods and systems for producing three-dimensional images using relief textures

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 4. Document ID: US 6404920 B1

L4: Entry 4 of 36 File: USPT Jun 11, 2002

US-PAT-NO: 6404920
DOCUMENT-IDENTIFIER: US 6404920 B1

h e b b g e e e f e b hg ef b e

TITLE: System for generalizing objects and features in an image

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

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☐ 5. Document ID: US 6346938 B1

L4: Entry 5 of 36 File: USPT Feb 12, 2002

US-PAT-NO: 6346938
DOCUMENT-IDENTIFIER: US 6346938 B1

TITLE: Computer-resident mechanism for manipulating, navigating through and mensurating displayed image of three-dimensional geometric model

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

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☐ 6. Document ID: US 6343936 B1

L4: Entry 6 of 36 File: USPT Feb 5, 2002

US-PAT-NO: 6343936
DOCUMENT-IDENTIFIER: US 6343936 B1
**** See image for Certificate of Correction ****

TITLE: System and method for performing a three-dimensional virtual examination, navigation and visualization

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

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☐ 7. Document ID: US 6252608 B1

L4: Entry 7 of 36 File: USPT Jun 26, 2001

US-PAT-NO: 6252608
DOCUMENT-IDENTIFIER: US 6252608 B1
**** See image for Certificate of Correction ****

TITLE: Method and system for improving shadowing in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

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☐ 8. Document ID: US 6208997 B1

L4: Entry 8 of 36 File: USPT Mar 27, 2001

US-PAT-NO: 6208997
DOCUMENT-IDENTIFIER: US 6208997 B1

TITLE: Rapid production of optimal-quality reduced-resolution representations of very large databases

h e b b g e e e f e b hg ef b e

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

☐ 9. Document ID: US 6157621 A

L4: Entry 9 of 36 File: USPT Dec 5, 2000

US-PAT-NO: 6157621
DOCUMENT-IDENTIFIER: US 6157621 A

TITLE: Satellite communication system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

☐ 10. Document ID: US 6151424 A

L4: Entry 10 of 36 File: USPT Nov 21, 2000

US-PAT-NO: 6151424
DOCUMENT-IDENTIFIER: US 6151424 A

TITLE: System for identifying objects and features in an image

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

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Terms	Documents
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Search Results - Record(s) 11 through 20 of 36 returned.

☐ 11. Document ID: US 6084979 A

L4: Entry 11 of 36 File: USPT Jul 4, 2000

US-PAT-NO: 6084979
DOCUMENT-IDENTIFIER: US 6084979 A
** See image for Certificate of Correction **

TITLE: Method for creating virtual reality

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 12. Document ID: US 6028608 A

L4: Entry 12 of 36 File: USPT Feb 22, 2000

US-PAT-NO: 6028608
DOCUMENT-IDENTIFIER: US 6028608 A

TITLE: System and method of perception-based image generation and encoding

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 13. Document ID: US 5990904 A

L4: Entry 13 of 36 File: USPT Nov 23, 1999

US-PAT-NO: 5990904
DOCUMENT-IDENTIFIER: US 5990904 A
** See image for Certificate of Correction **

TITLE: Method and system for merging pixel fragments in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 14. Document ID: US 5977977 A

L4: Entry 14 of 36 File: USPT Nov 2, 1999

US-PAT-NO: 5977977
DOCUMENT-IDENTIFIER: US 5977977 A

h e b b cg b cc e

**** See image for Certificate of Correction ****

TITLE: Method and system for multi-pass rendering

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWIC | Draw De

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☐ 15. Document ID: US 5963664 A

L4: Entry 15 of 36 File: USPT Oct 5, 1999

US-PAT-NO: 5963664
DOCUMENT-IDENTIFIER: US 5963664 A

TITLE: Method and system for image combination using a parallax-based technique

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWIC | Draw De

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☐ 16. Document ID: US 5949428 A

L4: Entry 16 of 36 File: USPT Sep 7, 1999

US-PAT-NO: 5949428
DOCUMENT-IDENTIFIER: US 5949428 A
**** See image for Certificate of Correction ****

TITLE: Method and apparatus for resolving pixel data in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWIC | Draw De

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☐ 17. Document ID: US 5886701 A

L4: Entry 17 of 36 File: USPT Mar 23, 1999

US-PAT-NO: 5886701
DOCUMENT-IDENTIFIER: US 5886701 A
**** See image for Certificate of Correction ****

TITLE: Graphics rendering device and method for operating same

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWIC | Draw De

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☐ 18. Document ID: US 5870097 A

L4: Entry 18 of 36 File: USPT Feb 9, 1999

US-PAT-NO: 5870097
DOCUMENT-IDENTIFIER: US 5870097 A
**** See image for Certificate of Correction ****

h e b b cg b cc e

TITLE: Method and system for improving shadowing in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 19. Document ID: US 5861885 A

L4: Entry 19 of 36 File: USPT Jan 19, 1999

US-PAT-NO: 5861885
DOCUMENT-IDENTIFIER: US 5861885 A

TITLE: Method and apparatus for indicating selected objects by spotlight

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 20. Document ID: US 5852443 A

L4: Entry 20 of 36 File: USPT Dec 22, 1998

US-PAT-NO: 5852443
DOCUMENT-IDENTIFIER: US 5852443 A
**** See image for Certificate of Correction ****

TITLE: Method and system for memory decomposition in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

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Search Results - Record(s) 11 through 20 of 36 returned.

☐ 11. Document ID: US 6084979 A

L4: Entry 11 of 36 File: USPT Jul 4, 2000

US-PAT-NO: 6084979
DOCUMENT-IDENTIFIER: US 6084979 A
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TITLE: Method for creating virtual reality

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☐ 12. Document ID: US 6028608 A

L4: Entry 12 of 36 File: USPT Feb 22, 2000

US-PAT-NO: 6028608
DOCUMENT-IDENTIFIER: US 6028608 A

TITLE: System and method of perception-based image generation and encoding

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWMC | Draw De

☐ 13. Document ID: US 5990904 A

L4: Entry 13 of 36 File: USPT Nov 23, 1999

US-PAT-NO: 5990904
DOCUMENT-IDENTIFIER: US 5990904 A
** See image for Certificate of Correction **

TITLE: Method and system for merging pixel fragments in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWMC | Draw De

☐ 14. Document ID: US 5977977 A

L4: Entry 14 of 36 File: USPT Nov 2, 1999

US-PAT-NO: 5977977
DOCUMENT-IDENTIFIER: US 5977977 A

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**** See image for Certificate of Correction ****

TITLE: Method and system for multi-pass rendering

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

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☐ 15. Document ID: US 5963664 A

L4: Entry 15 of 36 File: USPT Oct 5, 1999

US-PAT-NO: 5963664
DOCUMENT-IDENTIFIER: US 5963664 A

TITLE: Method and system for image combination using a parallax-based technique

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

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☐ 16. Document ID: US 5949428 A

L4: Entry 16 of 36 File: USPT Sep 7, 1999

US-PAT-NO: 5949428
DOCUMENT-IDENTIFIER: US 5949428 A
**** See image for Certificate of Correction ****

TITLE: Method and apparatus for resolving pixel data in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

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☐ 17. Document ID: US 5886701 A

L4: Entry 17 of 36 File: USPT Mar 23, 1999

US-PAT-NO: 5886701
DOCUMENT-IDENTIFIER: US 5886701 A
**** See image for Certificate of Correction ****

TITLE: Graphics rendering device and method for operating same

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

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☐ 18. Document ID: US 5870097 A

L4: Entry 18 of 36 File: USPT Feb 9, 1999

US-PAT-NO: 5870097
DOCUMENT-IDENTIFIER: US 5870097 A
**** See image for Certificate of Correction ****

h e b b cg b cc e

TITLE: Method and system for improving shadowing in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

☐ 19. Document ID: US 5861885 A

L4: Entry 19 of 36 File: USPT Jan 19, 1999

US-PAT-NO: 5861885
DOCUMENT-IDENTIFIER: US 5861885 A

TITLE: Method and apparatus for indicating selected objects by spotlight

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

☐ 20. Document ID: US 5852443 A

L4: Entry 20 of 36 File: USPT Dec 22, 1998

US-PAT-NO: 5852443
DOCUMENT-IDENTIFIER: US 5852443 A
** See image for Certificate of Correction **

TITLE: Method and system for memory decomposition in a graphics rendering system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw De

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Terms	Documents
L3 and occlude$	36

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Search Results - Record(s) 31 through 36 of 36 returned.

☐ 31. Document ID: US 4835532 A

L4: Entry 31 of 36 File: USPT May 30, 1989

US-PAT-NO: 4835532
DOCUMENT-IDENTIFIER: US 4835532 A
** See image for Certificate of Correction **

TITLE: Nonaliasing real-time spatial transform image processing system

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWIC | Drawi De

☐ 32. Document ID: US 4667190 A

L4: Entry 32 of 36 File: USPT May 19, 1987

US-PAT-NO: 4667190
DOCUMENT-IDENTIFIER: US 4667190 A
** See image for Certificate of Correction **

TITLE: Two axis fast access memory

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWIC | Drawi De

☐ 33. Document ID: US 4645459 A

L4: Entry 33 of 36 File: USPT Feb 24, 1987

US-PAT-NO: 4645459
DOCUMENT-IDENTIFIER: US 4645459 A

TITLE: Computer generated synthesized imagery

Full | Title | Citation | Front | Review | Classification | Date | Reference | ... | Claims | KWIC | Drawi De

☐ 34. Document ID: US 4213252 A

L4: Entry 34 of 36 File: USPT Jul 22, 1980

US-PAT-NO: 4213252
DOCUMENT-IDENTIFIER: US 4213252 A

h e b b cg b cc e

TITLE: Repeating pattern simulation of a polygon face object system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 35. Document ID: US 4179824 A

L4: Entry 35 of 36 File: USPT Dec 25, 1979

US-PAT-NO: 4179824
DOCUMENT-IDENTIFIER: US 4179824 A

TITLE: Simulation of an object system formed by polygon faces having a series of fundamental shapes and dimension

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

☐ 36. Document ID: US 4179823 A

L4: Entry 36 of 36 File: USPT Dec 25, 1979

US-PAT-NO: 4179823
DOCUMENT-IDENTIFIER: US 4179823 A
**** See image for Certificate of Correction ****

TITLE: Real-time simulation of a polygon face object system as viewed by a moving observer

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw De

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1 Session P14: terrain rendering: Horizon occlusion culling for real-time rendering of hierarchical terrains

Brandon Lloyd, Parris Egbert

October 2002 **Proceedings of the conference on Visualization '02**

Full text available: pdf(886.98 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a technique to perform occlusion culling for hierarchical terrains at run-time. The algorithm is simple to implement and requires minimal pre-processing and additional storage, yet leads to 2-4 times improvement in framerate for views with high degrees of occlusion. Our method is based on the well-known occlusion horizon algorithm. We show how to adapt the algorithm for use with hierarchical terrains. The occlusion horizon is constructed as the terrain is traversed in an approximate f ...

Keywords: occlusion culling, rendering algorithms, visibility

2 Horizon Occlusion Culling for Real-time Rendering of Hierarchical Terrains

Brandon Lloyd, Parris Egbert

October 2002 **Proceedings of the conference on Visualization '02**

Full text available: Publisher Site Additional Information: full citation, abstract

We present a technique to perform occlusion culling for hierarchicalterrains at run-time. The algorithm is simple to implement andrequires minimal pre-processing and additional storage, yet leadsto 2-4 times improvement in framerate for views with high degreesof occlusion. Our method is based on the well-known occlusionhorizon algorithm. We show how to adapt the algorithm for usewith hierarchical terrains. The occlusion horizon is constructed asthe terrain is traversed in an approximate front to ...

Keywords: rendering algorithms, visibility, occlusion culling

3 LOD-sprite technique for accelerated terrain rendering

Baoquan Chen, J. Edward Swan, Eddy Kuo, Arie Kaufman

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Full text available: pdf(367.63 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a new rendering technique, termed LOD-sprite rendering, which uses a combination of a level-of-detail (LOD) representation of the scene together with reusing image sprites (previously rendered images). Our primary application is accelerating terrain rendering. The LOD-sprite technique renders an initial frame using a high-resolution model of the scene geometry. It renders subsequent frames with a much lower-resolution model of the scene geometry ...

Keywords: acceleration techniques, image-based modeling rendering, level of detail, multi-resolution, terrain rendering, texture mapping, virtual environments, virtual reality

4 Dynamic view-dependent partitioning for structured grids with complex boundaries for object-order rendering techniques

Lance C. Burton, Raghu Machiraju, Donna S. Reese

October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**

Full text available: pdf(568.95 KB) Additional Information: full citation, abstract, references, index terms

Object-order rendering techniques present an attractive approach to run-time visualization of structured grid data, particularly when combined with a parallel rendering paradigm such as image composition. The ability of this combination to exploit hardware exceeds that of parallel image order methods. However, certain configurations of grid boundaries prevent composition from being performed correctly. In particular, when the boundary between two partitions contains concave sections ...

5 Immersive VR theatres and rendering for edutainment: Rendering of large and complex urban environments for real time heritage reconstructions

J. Willmott, L. I. Wright, D. B. Arnold, A. M. Day

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available: pdf(3.68 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we describe a rendering package, which brings together a number of rendering techniques and optimisations to render large and complex urban environments at interactive frame rates. The package has been built on top of a proprietary Scene Graph structure developed for the CHARISMATIC project. The paper presents an integrated approach combining Real-time Optionally Adapting Meshes, View Frustum Culling, Occluder Shadows, Level of Detail for Houses and Motion Captured Avatars in a sin ...

Keywords: ROAM, avatars, culling, level of detail, occluder shadows, openGL, urban environments, view frustum culling

6 The evolution of perspective view in WalkMap

Riku Suomela, Kimmo Roimela, Juha Lehikoinen

October 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 5

Full text available: pdf(485.11 KB) Additional Information: full citation, abstract, index terms

A wearable computer is a potential platform for map applications: it is mobile in nature, and is often equipped with a head-worn display capable of displaying maps of the surrounding area in graphical form. In this paper, we present a map application, called WalkMap, developed for wearable computers. We concentrate on the visual presentation of the map, and propose a visualisation method that is based on the perspective distortion of a regular two-dimensional bird's-eye view map. We also describ ...

Keywords: Map, Navigation, Perspective, Three-dimensional, User study, Wearable

computing

7 Applications: Tour into the video: image-based navigation scheme for video sequences of dynamic scenes

Hyung Woo Kang, Sung Yong Shin

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(4.53 MB) Additional Information: full citation, abstract, references, index terms

Tour Into the Picture (TIP) is a method for generating a sequence of walk-through images from a single reference image. By navigating a 3D scene model constructed from the image, TIP provides convincing 3D effects. This paper presents a comprehensive scheme for creating walk-through images from a video sequence by generalizing the idea of TIP. The purpose of this work is to let users experience the feel of navigating into a video sequence with their own interpretation and imagination about a giv ...

Keywords: animation, image-based rendering, video sequence

8 Techniques for handling video in virtual environments

Gianpaolo U. Carraro, John T. Edmark, J. Robert Ensor

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(279.36 KB) Additional Information: full citation, references, citings, index terms

Keywords: VRML, camera placement, virtual environments, virtual worlds

9 View direction, surface orientation and texture orientation for perception of surface shape

Graeme Sweet, Colin Ware

May 2004 **Proceedings of the 2004 conference on Graphics interface**

Full text available: pdf(750.94 KB) Additional Information: full citation, abstract, references

Textures are commonly used to enhance the representation of shape in non-photorealistic rendering applications such as medical drawings. Textures that have elongated linear elements appear to be superior to random textures in that they can, by the way they conform to the surface, reveal the surface shape. We observe that shape following hache marks commonly used in cartography and copper-plate illustration are locally similar to the effect of the lines that can be generated by the intersection o ...

Keywords: shape from texture, surface shape perception, textures, visualization

10 Navigating information as a cityscape

Chris P. Rainsford, Michael I. Y. Williams

January 2001 **Australian Computer Science Communications , Proceedings of the 2nd Australasian conference on User interface**, Volume 23 Issue 5

Full text available: pdf(1.33 MB) Additional Information: full citation, abstract, references

Publisher Site

Recent years have seen a continued growth in the amount of information populating information systems. Meanwhile, the proliferation of computer-based communications and

advanced telecommunications has seen an increase in the speed of business. As a result, analysts of data are being called upon to comprehend larger volumes of data in shorter spans of time. One technique to assist users in navigating, understanding and exploiting available information is the use of visualisation tools. In this pa ...

11 Computational Stereo

Stephen T. Barnard, Martin A. Fischler

December 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 4

Full text available: pdf(1.85 MB) Additional Information: full citation, references, citings, index terms

12 Image-based modeling and photo editing

Byong Mok Oh, Max Chen, Julie Dorsey, Frédo Durand

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(4.01 MB) Additional Information: full citation, abstract, references, citings, index terms

We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing operations. The first, a "clone brushing tool," permits the distortion-free copying of parts of a picture, b ...

13 RING: a client-server system for multi-user virtual environments

Thomas A. Funkhouser

April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics**

Full text available: pdf(3.87 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the client-server design, implementation and experimental results for a system that supports real-time visual interaction between a large number of users in a shared 3D virtual environment. The key feature of the system is that server-based visibility algorithms compute potential visual interactions between entities representing users in order to reduce the number of messages required to maintain consistent state among many workstations distributed across a wide-area ne ...

Keywords: 3D virtual environments, client-server design, distributed systems, multi-user systems, real-time graphics, virtual reality, visual simulation

14 Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments

Peter-Pike Sloan, Jan Kautz, John Snyder

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(5.37 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new, real-time method for rendering diffuse and glossy objects in low-frequency lighting environments that captures soft shadows, interreflections, and caustics. As a preprocess, a novel global transport simulator creates functions over the object's surface representing transfer of arbitrary, low-frequency incident lighting into *transferred radiance* which includes global effects like shadows and interreflections from the object onto itself. At run-time, these transfer functio ...

Keywords: Monte Carlo techniques, graphics hardware, illumination, rendering, shadow algorithms

15 Lessons learned from employing multiple perspectives in a collaborative virtual environment for visualizing scientific data

Kyoung S. Park, Abhinav Kapoor, Jason Leigh

September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

Full text available: pdf(289.25 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper explores the concept of multiple perspectives to enhance collaboration by allowing remote participants to tailor their views, user-interfaces and roles to their particular needs and expertise. It describes a preliminary design study conducted on users of a collaborative CAVE-based virtual reality tool for visualizing occanographic data. Results will focus on the patterns of activity within this environment, in particular the manner in which participants transition between individ ...

Keywords: CSCW, awareness, multiple perspectives, subjective views

16 Session 7: rendering: Interruptible rendering

Cliff Woolley, David Luebke, Benjamin Watson, Abhinav Dayal

April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**

Full text available: pdf(13.15 MB) Additional Information: full citation, abstract, references, citings, index terms

Interruptible rendering is a novel approach to the fidelity-versus-performance tradeoff ubiquitous in real-time rendering. Interruptible rendering unifies spatial error caused by rendering coarse approximations for speed and temporal error caused by the delay imposed by rendering into a single image-space error measure. The heart of this approach is a progressive rendering framework that renders a coarse image into the back buffer and continuously refines it while monitoring temporal error. When ...

Keywords: level of detail, mesh simplification, perceptually motivated rendering

17 Hierarchical Z-buffer visibility

Ned Greene, Michael Kass, Gavin Miller

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(162.78 KB) Additional Information: full citation, references, citings, index terms

Keywords: Z buffer, octree, pyramid, spatial coherence, temporal coherence

18 Algorithms for visibility computation on digital terrain models

Leila De Floriani, Paola Magillo

March 1993 **Proceedings of the 1993 ACM/SIGAPP symposium on Applied computing: states of the art and practice**

Full text available: pdf(784.84 KB) Additional Information: full citation, references, index terms

19 Where to look? Automating attending behaviors of virtual human characters
Sonu Chopra-Khullar, Norman I. Badler
April 1999 **Proceedings of the third annual conference on Autonomous Agents**
Full text available: pdf(1.74 MB) Additional Information: full citation, references, citings, index terms

20 Three dimensional Terrain modeling and display for environmental assessment
K. Kaneda, F. Kato, E. Nakamae, T. Nishita, H. Tanaka, Takao Noguchi
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques**, Volume 23 Issue 3
Full text available: pdf(6.35 MB) Additional Information: full citation, abstract, references, citings, index terms

A technique for compositing computer generated images of buildings and background images created from aerial photographs is described. The aerial photo data are mapped onto a terrain model based on cartographic data. The technique can be used to pre-evaluate visual impact of large scale construction by means of not only still images but also animations.The technique can be briefly described as follows: 1) an accurate, three-dimensional terrain model is created based on cartographic data. 2) a hi ...

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Lloyd, B.; Egbert, P.;
Visualization, 2002. VIS 2002. IEEE , 27 Oct.-1 Nov. 2002
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[Abstract] [PDF Full-Text (555 KB)] **IEEE CNF**

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